May, 1987

Dear VIRTUOSO users:

This preliminary version of VIRTUOSO Software
offers greater flexibility for real time
graphics, text and music than any other 8-bit
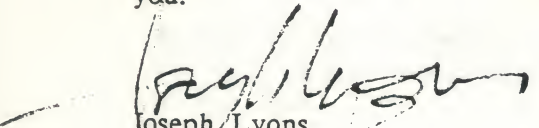program available.

Our vision is, and will continue to be, to search for and develop languages that
express and synthesize the flow of mind. Mind does not wait. Fingers move, legs
walk, eyes see, we think. The computers we use and the actions they control should
reflect creativity, our ability to integrate ideas with vision.

Software interface time to even the most powerful hardware is limited. We are
changing that. VIRTUOSO Software is our first step towards new thinking, a mind time
interface between you and your computer. In accord with out thinking about real-
time, performance oriented, interactive software, we want to encourage the
development of a community of thinkers. If you have ideas about what software needs
to be, join us. Call or write, bring your best ideas to life.

Use this program to explore the VIRTUOSO possibilities of computer performance.
VIRTUOSO is a compact environment for creating animated multi-media programs, shows
and storyboards. You can draw graphics, compose music, write text and edit
everything together into a recorded show or live performance. Use VIRTUOSO to
storyboard your game and program ideas. Create prototypes of your ideas quickly,
without the compatibility problems of separate graphics, music, text and
storyboarding programs.

Do you have a great idea? Do you want to publish? We are looking for the best
programmers and developers. Use VIRTUOSO to develop innovative ideas for games and
programs. Send us your game prototype disks, and your signed disclaimer. The
standard publishers disclaimer forms will be included in the updated version this
summer. If we like your ideas, we'll talk to you about development and publication.
If you aren't a programmer but have a great idea, use VIRTUOSO to prototype it and
send us a disk. If we like your ideas we'll try to help you find a co-developer. If
Virtusonics Corporation agrees to work with you, we will enter into a licensing and
development contract with you. As the creator, you'll get full author's credit and
royalties. We are particularly interested in creating multi-user interactive
telegames.

If you have questions, call us Tuesday through Thursday, 10AM to 4PM Eastern time,
and we'll be glad to help. Virtusonics Corporation is looking forward to hearing from
you.

Joseph Lyons,
President

CORRECTIONS, INFORMATION AND LAST MINUTE HINTS

This preliminary version will give you more creative flexibility than any product in the 8-bit market.  We are sending you this preliminary release since you have waited so patiently for so long.  We want to share our thinking. The final version of VIRTUOSO Software you will receive free this summer will have all the features.

Since we completed the printing of the VIRTUOSO Users Manual, there have been changes to the software.  We are in a continuous transition towards the final 8-bit version of VIRTUOSO. Call us if you have a problem.  After June 15th, if you have your own telecommunications software, use the CompuServe Intro-Pak to upload and download shows from the VIRTUOSO forum.

1. REMEMBER: Save your work.  You must save Objects in their Editor Libraries before returning to the Show Editor or they will be lost.

2. The VIRTUOSO master disk you have contains one Show (Demo 1). You can save two more shows on this disk.  Use DOS to format a blank disk for show storage.  On a formatted blank disk you can store an average of 12 Shows, depending on their length and complexity.

3. When you hear a beep, you can not do what you are trying to do.  The beeper system is designed to let you know that the commands you are asking for are not possible.  In the next version we will provide explanatory prompts. For example: if you have loaded 8 Geometric Objects into the Show and try to add another, BEEP.

4. GRAPHICS EDITORS

Do not use FILL for Geometric Objects, unless you like unpredictable effects.

Rotate is not operational in this version. It works but has a few bugs that we didn't have time to get out; rotate will be coming in the summer version.

Erase does not work. We know this is a drag, we've developed a new system of erase but didn't finish it in time to include in this version.

The Users manual indicates a position on the Graphic Object Editor for Background color which is not in this version.

None of the Animation Editors exit to the Show Editor, all of them exit back to the Graphic Editor where Object and their Animations MUST be Saved if you want to use them in a Show.

5. MUSIC EDITORS

In this version, the Music Animators are not operational.  One Key and one Speed can be set for each Object in the Show.  In making live music, you can make changes to Key and Speed at any time.

The Music Editor is an exciting live performance instrument. Experiment with Insert and Move. Insert notes in one of the four voices, select RUN. Then Insert one note into another voice, select Move. Move the cursor to the one note, Press and hold the Trigger, moving the cursor up and down will "play" the note.

This summer we will provide a very extensive Performance Editor for playing live graphics and music. All the Music Animators will work both in edit and play modes.

If the cursor gives you trouble in composition mode, don't panic, we will fix it for you this summer. For now, the cursor is designed to "lock" on to the staff you are working on. Moving up or down, off the current staff, frees the cursor.

Try freely Inserting and Deleting long passages of music, and watch the screen flow.

Selecting RUN will synchronize the voices you have composed.

In the Speed Editor, select the voice numbers you want to change before the speed change is made. The voices toggle on and off; the voices that are inverted will change speed.

In the Key Editor, select: 1. the key letter name, 2. the none, sharp or flat status and 3. the key type. Select the voice numbers you want to change, and select Enter.


## 6. TEXT EDITORS

Scroll Animation in this version is preset to move Text from right to left at a fixed Speed.

Control S, in the Text Editor does not have any effect. In the final version, all the Text Animators will work.


## 7. STORYBOARD (SHOW) EDITORS

We have made a change in the way the clocks on the Show Editor screen operate:

To change the Show Time Clock: Select UP or DN. Move the Cursor over the number you want to change, Press the Trigger, repeat until the time you want is displayed, Move the cursor over JUMP, Press the Trigger.

To set the Step Increment Clock: Move the Cursor over the number you want to change, Press the Trigger, repeat until the time you want is displayed.

REPEAT ON/OFF not operational, since we have no designator for the "end of show".


## 8. DELETE EVENT EDITOR

Show Me is not operational in this version.

Delete is accomplished by moving the cursor over the number you want deleted, Press the Trigger.

Thanks for your patience.

FAST START

1 BOOT THE DISK
    Put the VIRTUOSO disk in your disk drive, turn your
    Atari on. Leave the VIRTUOSO disk in the drive.

2 IDENTIFY YOUR CONTROLLER
    Press A (Atari Touch Tablet), J (Joystick), or K (Koala
    Pad) on the Atari Keyboard to bring up the Show Editor
    menu.

    Commands are executed by Pressing the Trigger. The
    Trigger is defined as follows:
    Atari Touch Tablet    -    Red button on the stylus
    Koala Pad             -    Left button on the pad
    Joystick              -    Either button.

    The menus are raised and lowered by Pressing the Space  Bar,
    or as follows:
    Atari Touch Tablet    -    Either button on the Tablet
    Koala Pad             -    Right button on the pad
    Joystick              -    Space Bar only.

3 LOAD ONE OF THE DEMO SHOWS
    Move the cursor to SAVE/LOAD SHOW, Press the Trigger.

    The prompt will ask for the data disk. This is the
    VIRTUOSO disk. Press the Trigger.

    Move the cursor over LOAD, Press the Trigger.

    Move the cursor over the number of the demo you want
    load, Press the Trigger. This will load the demo and
    take you back to the Show Editor menu.

4 RUN THE DEMO SHOW
    Move the cursor over RUN SHOW (not RUN MODE), Press the
    Trigger.

    The Show Editor menu will reappear when the demo ends.

## 5  MAKE A NEW SHOW USING THE DEMO'S GRAPHIC LIBRARY

Move the cursor over NEW, Press the Trigger. This will clear the Show, but leave the Object Libraries intact.

Move the cursor over G ( in the GRID area), Press the Trigger. This will bring the Graphic Object Library to the Show Editor's numeric Library Grid.

Move the cursor over an inverted number, Press the Trigger. The inverted numbers contain Objects used in the demo Show. Selecting one of these numbers lets you begin making your own Show.

Once you select an inverted number, the Show Editor menu will disappear. Move the cursor somewhere near the center of the screen and Press the Trigger. This will load the Graphic Object into your new Show.

To see the Object animate, raise the menu and select RUN MODE (not RUN SHOW). Watch the Object animate for a short time, then Press the Trigger to stop the action. Raise the menu.

Move the cursor over another inverted number, Press the Trigger, the menu will disappear. Move the cursor somewhere on the screen, Press the Trigger. You can load the same Object several times by moving the cursor and pressing the Trigger for each load. You can load a maximum of 8 Objects.

To see your new Show with all the loaded Objects animating, raise the menu and select RUN MODE.

Press the Trigger to stop the action. You can load more Objects into the Show, or use the Delete Object command to remove an Object from the Show.

To remove Objects from your Show, move the cursor over DEL OBJ, Press the Trigger. The menu will disappear, leaving a freeze- frame of the current Graphic Objects. Move the cursor over one of them, Press the Trigger and that Object will disappear.